Quassel IRC - Bug #54

signalproxy.cpp lacks any possibilty of detaching objects

09/10/2007 08:58 PM - EgS

Status:	Closed		**Start date:**	
Priority:	Immediate		**Due date:**	
Assignee:	Sputnick		**% Done:**	0%
Category:	Quassel Client		**Estimated time:**	0.00 hour
Target version:	0.2.0-alpha1			
Version:	0.13.1		**OS:**	Any

Description

I really really need to be able to detach objects from the proxy. at least in client mode.

with this nice Q_ASSERT(false) my chances are a bit slim at the time beeing...

signalproxy.cpp Line 88 ff:
void SignalProxy::detachObject(QObject* obj) {
Q_ASSERT(false); // not done yet

History

#1 - 09/10/2007 09:18 PM - Sputnick

Done. Please test.

#2 - 09/14/2007 07:59 PM - EgS

Though Detach Object seems to work, there seems to be a problem somewhere else in the SignalProxy

I got crashes when I exited Quassel. The crash happend while iterating over the connections in SignalProxy::detachObject(). I added a simpe qDebug:

void SignalProxy::detachObject(QObject* obj) {
qDebug() << "Number of peers:" << peers.count();

result:
Number of peers: 81133568

#3 - 09/18/2007 04:12 PM - Sputnick

Mac apparently deletes the children of Client in another order, thus causing crashes. We'll do that slightly differently to avoid this issue now.

#4 - 12/02/2007 08:39 PM - EgS

Fixed with the all new signalproxy